

IN THE CLAIMS

Please cancel claims 2, 4-5, 11-13, 17-18, 30, 39, 43, 46, 48-49, 52, 55-57, 61-64, 74, 83, and 87 without prejudice. Claims 89 – 96 are new.

Please amend the following claims which are pending in the present application.

1. (Currently amended) A gaming console comprising a display ~~means~~, and a game ~~control means~~ controller arranged to control images displayed on the display ~~means~~, the game ~~control means~~ controller being arranged to play a first game displayed on the display ~~means~~ and, if a winning combination results, the console pays a prize, the console being characterised in that the game ~~control means~~ controller is further arranged to play ~~comprises~~ a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, said feature game including a outcome altering stage and a subsequent random outcome indicating stage, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome ~~[[of]]~~ within a set of possible outcomes of the feature game during said outcome altering stage, wherein said feature game includes an outcome indicator having a plurality of outcome indicating parts for displaying a plurality of outcomes of said set of possible outcomes, and a selector for randomly selecting one of the outcome indicating parts during said random outcome indicating stage, and wherein said second

trigger condition is operable, prior to said random outcome indicating stage, to change at least one outcome displayed on the outcome indicator.

2. (Cancelled)

3. (Previously presented) The gaming console as claimed in claim 1 wherein the first trigger condition arises upon the occurrence of a given combination of symbols during the play of the first game.

4. (Cancelled)

5. (Cancelled)

6. (Previously presented) The gaming console as claimed in claim 1 wherein the first trigger condition arises when a random number coincides with a number of credits bet on the first game.

7. (Previously presented) The gaming console as claimed in claim 1 wherein the first trigger condition arises upon the occurrence of a player accumulation of a predetermined number of bonus points.

8. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition arises during the first game.
9. (Currently amended) The gaming console as claimed in claim 8 wherein the second trigger condition arises upon the occurrence of a given symbol during the play of the first game.
10. (Currently amended) The gaming console as claimed in claim 8 wherein the second trigger condition arises upon the occurrence of a given combination of symbols during the play of the first game.
11. (Cancelled)
12. (Cancelled)
13. (Cancelled)
14. (Currently amended) The gaming console as claimed in claim [[8]] 1 wherein the second trigger condition arises upon the occurrence of a player accumulation of a predetermined number of bonus points.

15. (Previously presented) The gaming console as claimed in claim 1 wherein the first game is a bonus game which has come about during play on the console.

16. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition arises within a bonus game which has come about during play of the console.

17. (Cancelled)

18. (Cancelled)

19. (Currently amended) The gaming console as claimed in claim [[8]] 1 wherein the second trigger condition arises from a user selection of an aspect of the feature game.

20. (Previously presented) The gaming console as claimed in claim 19 wherein the user selection occurs as a result of occurrence of the first trigger condition.

21. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition alters the probability of occurrence of a winning outcome of the feature game.

22. (Currently amended) The gaming console as claimed in claim ~~[[1]]~~ 21 wherein the second trigger condition alters the value of an available prize prior to ~~or during gameplay of~~ the feature game.

23. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition alters the number of winning opportunities in the feature game.

24. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition alters a total number of possible outcomes of the feature game.

25. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition alters the interaction of the feature game with other games.

26. (Previously presented) The gaming console as claimed in claim 1 wherein the second trigger condition alters the interaction of the feature game with other consoles in a distributed network of gaming machines including the console.

27. (Currently amended) The gaming console as claimed in claim 1 wherein more than one type of first trigger condition ~~may occur~~ occurs in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

28. (Previously presented) The gaming console as claimed in claim 1 wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.

29. (Previously presented) The gaming console as claimed in claim 1 wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

30. (Cancelled)

31. (Previously presented) The gaming console as claimed in claim 29 wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

32. (Previously presented) The gaming console as claimed in claim 29 wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning

combination along a predetermined one of said paylines constitutes the first trigger condition.

33. (Previously presented) The gaming console as claimed in claim 29 wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the second trigger condition.

34. (Currently amended) The gaming console as claimed in claim 1 wherein the feature game takes the form of a wheel divided into a number of sectors, at least some of the sectors indicating a prize, and wherein if gameplay of the feature game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

35. (Previously presented) The gaming console as claimed in claim 34 wherein gameplay of the feature game comprises spinning of the wheel.

36. (Previously presented) The gaming console as claimed in claim 34 wherein gameplay of the feature game comprises movement of an indicator circumferentially around the wheel.

37. (Previously presented) The gaming console as claimed in claim 34 wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

38. (Previously presented) The gaming console as claimed in claim 34 wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

39. (Cancelled)

40. (Previously presented) The gaming console as claimed in claim 34 wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

41. (Previously presented) The gaming console as claimed in claim 1 wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

42. (Previously presented) The gaming console as claimed in claim 41 wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

43. (Cancelled)

44. (Previously presented) The gaming console as claimed in claim 42 wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning segments to the board.

45. (Currently amended) A gaming system comprising at least one display ~~means~~, and game ~~control means~~ controller arranged to control images displayed on each display ~~means~~, the game ~~control means~~ controller being arranged to play a first game displayed on each display ~~means~~ and, if a winning combination results, the gaming system pays a prize, the gaming system being characterised in that the game ~~control means comprises~~ controller is further arranged to play a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition arises within the first game, said second trigger condition influencing ~~influences~~ one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game, wherein said second trigger condition is arranged, during play of the first game, to alter the outcome odds of the feature game.

46. (Cancelled)

47. (Previously presented) The gaming system as claimed in claim 45 wherein the first trigger condition arises upon the occurrence of a given combination of symbols during the play of the first game.
48. (Cancelled)
49. (Cancelled)
50. (Previously presented) The gaming system as claimed in claim 45 wherein the first trigger condition arises when a random number coincides with a number of credits bet on the first game.
51. (Previously presented) The gaming system as claimed in claim 45 wherein the first trigger condition arises upon the occurrence of a player accumulation of a predetermined number of bonus points.
52. (Cancelled)
53. (Currently amended) The gaming system as claimed in claim ~~[[52]]~~ 45 wherein the second trigger condition arises upon the occurrence of a given symbol during the play of the first game.

54. (Currently amended) The gaming system as claimed in claim ~~[[52]]~~ 45 wherein the second trigger condition arises upon the occurrence of a given combination of symbols during the play of the first game.
55. (Cancelled)
56. (Cancelled)
57. (Cancelled)
58. (Currently amended) The gaming system as claimed in claim 45 wherein the second trigger condition arises upon the occurrence of a player accumulation of a predetermined number of bonus points during play of the first game.
59. (Currently amended) The gaming ~~console~~ system as claimed in claim 45 wherein the first game is selected from a group including a base game and a bonus game which has come about during play on the console.
60. (Previously presented) The gaming system as claimed in claim 45 wherein the second trigger condition arises within a bonus game which has come about during play of the console.

61. (Cancelled)

62. (Cancelled)

63. (Cancelled)

64. (Cancelled)

65. (Previously presented) The gaming system as claimed in claim 45 wherein the second trigger condition increases the probability of occurrence of a winning outcome of the feature game.

66. (Currently amended) The gaming system as claimed in claim ~~[[45]]~~ 65 wherein the second trigger condition alters the value of an available prize prior to ~~or during~~ play of the feature game.

67. (Previously presented) The gaming system as claimed in claim 45 wherein the second trigger condition alters the number of winning opportunities in the feature game.

68. (Previously presented) The gaming system as claimed in claim 45 wherein the second trigger condition alters a total number of possible outcomes of the feature game.

69. (Previously presented) The gaming system as claimed in claim 45 wherein the second trigger condition alters the interaction of the feature game with other games.

70. (Previously presented) The gaming system as claimed in claim 45 wherein the second trigger condition alters the interaction of the feature game with other systems in a distributed network of gaming systems including the system.

71. (Currently amended) The gaming system as claimed in claim 45 wherein more than one type of first trigger condition ~~may occur~~ occurs in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

72. (Previously presented) The gaming system as claimed in claim 45 wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.

73. (Previously presented) The gaming system as claimed in claim 45 wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

74. (Cancelled)

75. (Previously presented) The gaming system as claimed in claim 73 wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

76. (Previously presented) The gaming system as claimed in claim 73 wherein the first game pays a prize for the occurrence of a winning combination along certain "paylines" in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the first trigger condition.

77. (Previously presented) The gaming system as claimed in claim 73 wherein the first game pays a prize for the occurrence of a winning combination along certain "paylines" in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the second trigger condition.

78. (Previously presented) The gaming system as claimed in claim 45 wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

79. (Previously presented) The gaming system as claimed in claim 78 wherein gameplay of the feature game comprises spinning of the wheel.

80. (Previously presented) The gaming system as claimed in claim 78 wherein gameplay of the feature game comprises movement of an indicator circumferentially around the wheel.

81. (Previously presented) The gaming system as claimed in claim 78 wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

82. (Previously presented) The gaming system as claimed in claim 78 wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

83. (Cancelled)

84. (Previously presented) The gaming system as claimed in claim 78 wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

85. (Previously presented) The gaming system as claimed in claim 45 wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

86. (Previously presented) The gaming system as claimed in claim 85 wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

87. (Cancelled)

88. (Previously presented) The gaming system as claimed in claim 85 wherein the feature game is a board game and occurrence of the second trigger condition provides an opportunity for the player to pay to add winning segments to the board.

89. (New) A gaming console comprising a display, and a game controller arranged to control images displayed on the display, the game controller being

arranged to play at least a first game displayed on the display and, if a winning combination results, the console pays a prize, the console being characterised in that the game controller is further arranged to play a dynamic game feature whereby a feature game occurs upon a first trigger condition of said first game, said feature game including a series of bonus games of the first game and a subsequent feature event and wherein a second trigger condition arises within said series of bonus games, said second trigger condition influencing one or more gameplay aspects of the feature event such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature event, wherein said second trigger condition is arranged, during play of said at least one game, to influence the outcome odds of the feature event.

90. (New) A gaming console according to claim 1 wherein said set of possible outcomes include at least one winning outcome and at least one losing outcome, and said second trigger condition is arranged to cause the ratio of winning to losing outcomes to be increased .

91. (New) A gaming console according to claim 90 wherein said second trigger condition is arranged to cause the at least one winning outcome to be added to at least one of said outcome indicating parts.

92. (New) A gaming console as claimed in claim 1 wherein said outcome indicator is a spinning wheel, said plurality of outcome indicating parts are sectors of the wheel, including at least one blank sector corresponding to a losing outcome, and wherein said second trigger condition causes a prize to be added to the blank sector of said wheel to convert it to a winning outcome.

93. (New) A gaming console as claimed in claim 1 wherein said first and second trigger conditions are triggered independently of one another.

94. (New) A gaming console as claimed in claim 1 wherein said set of possible outcomes includes at least one lower winning outcome and at least one higher winning outcome, whereby the likelihood of occurrence of said lower or higher winning outcome is altered.

95. (New) A gaming console as claimed in claim 94 whereby the likelihood of occurrence of said lower winning outcome is altered by the changing of said lower winning outcome for said higher winning outcome.

96. (New) A gaming console as claimed in claim 1 wherein the at least one displayed outcome is changed by replacing it with another outcome.